

**AMENDMENTS TO THE SPECIFICATION**

Please amend paragraph [0016] as follows:

[0016] Another problem is that the method of US 6,575~~4~~,750 assumes a synchronous invocation chain, which is inappropriate for high-performance On-Line Transaction Processing (“OLTP”) applications. With a synchronous invocation the client waits for either a reply or a time-out before continuing. The invoked object in turn may become a client of another object, propagating the synchronous call chain. The result can be an extensive synchronous operation, blocking the client processing and requiring long time-outs to be configured in the originating client.